Pin Panel

18	
30	83-1
40	85-1
41	91-1
68-1	93-1
71-7	30P
74-1	40P
75-1	50P
78-1	
81-1	

12	
21-8	57-7
25-4	61-7
43-7	78-7
45-7	91-7
48-7	
56-7	

Gate sw's

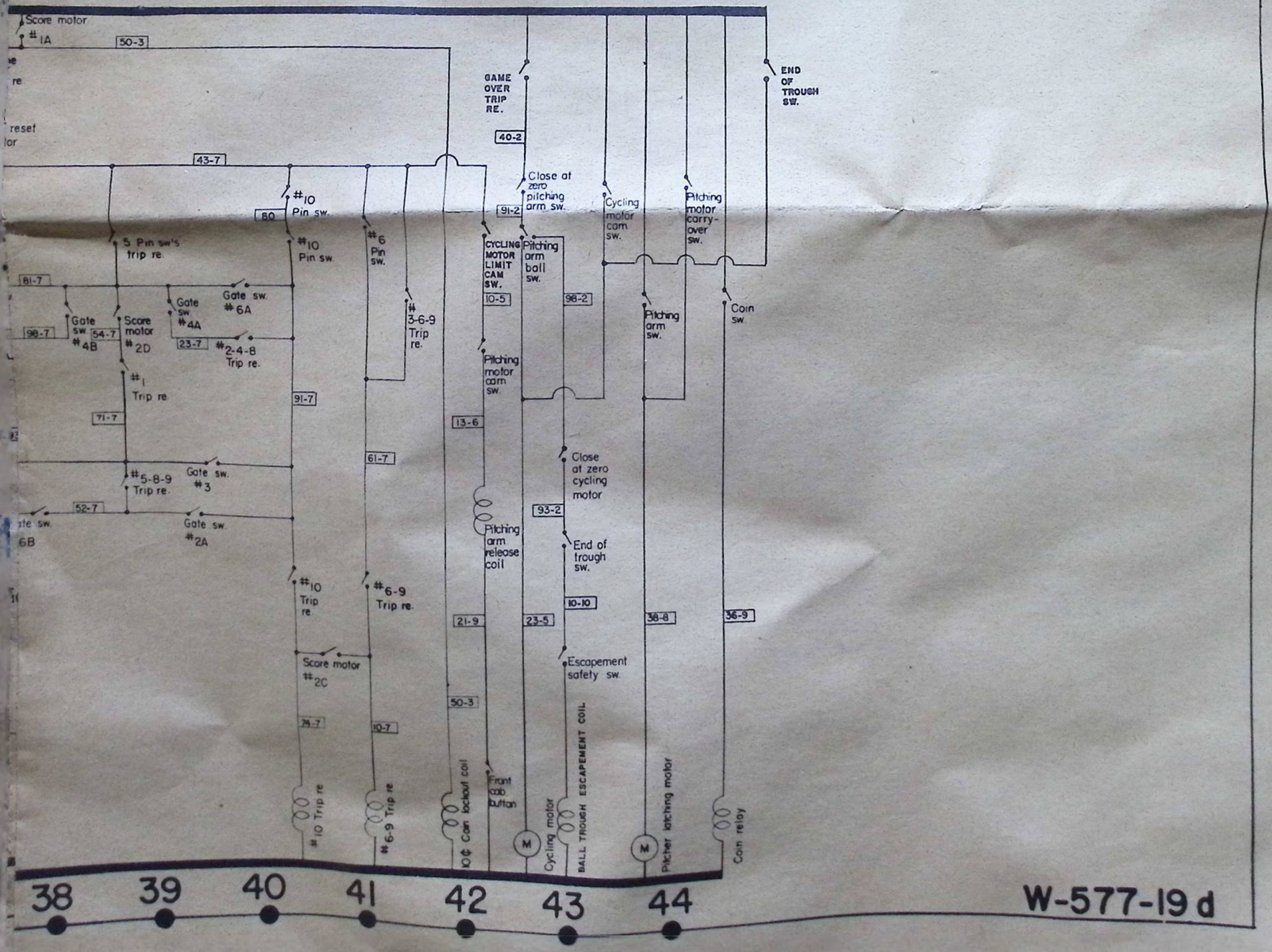
10	
23-7	78-7
27	81-7
30	91-7
52-7	98-7
71-7	

Cabinet

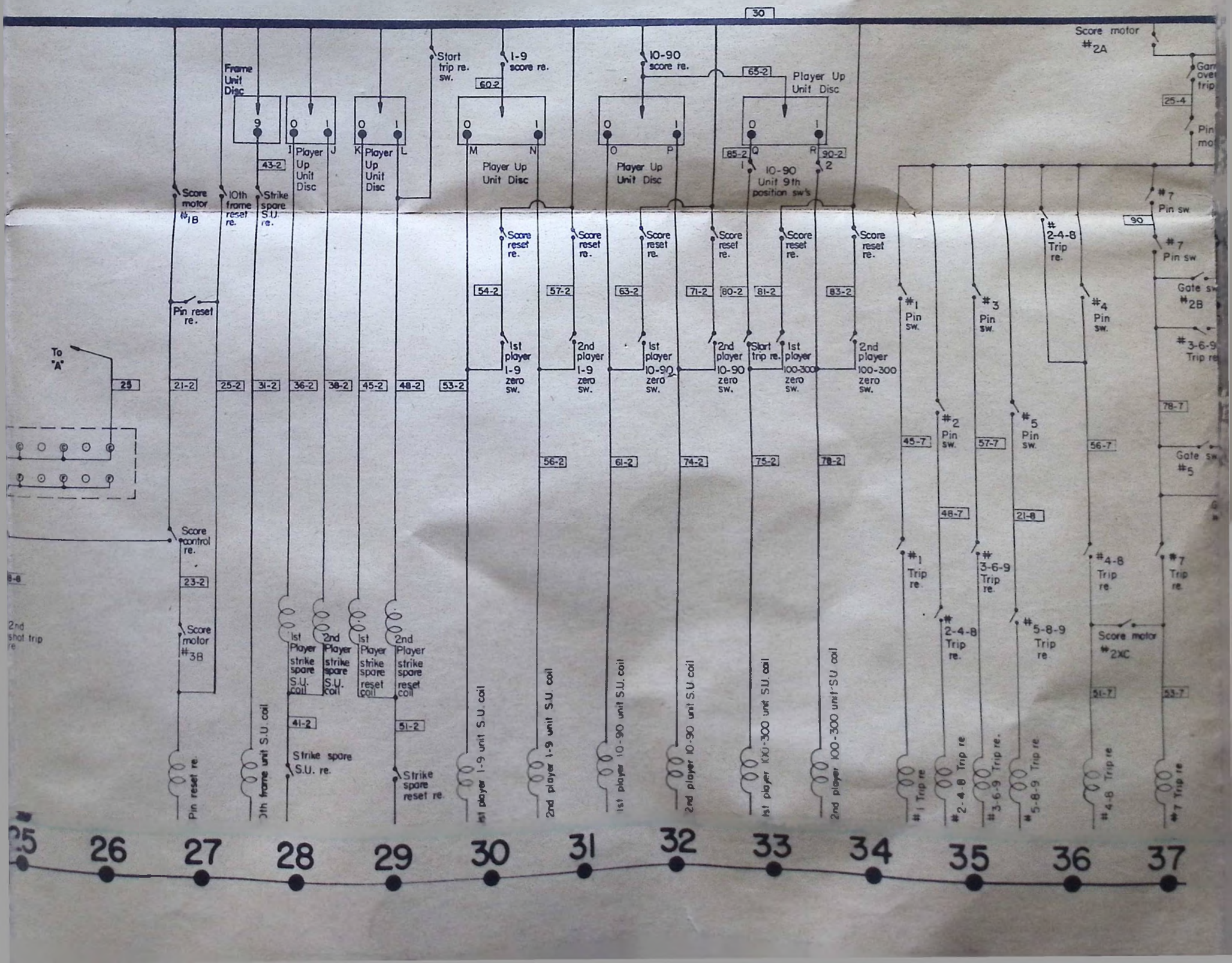
10	
23-5	48
30	50-7
36-9	70
40-2	81
43-7	

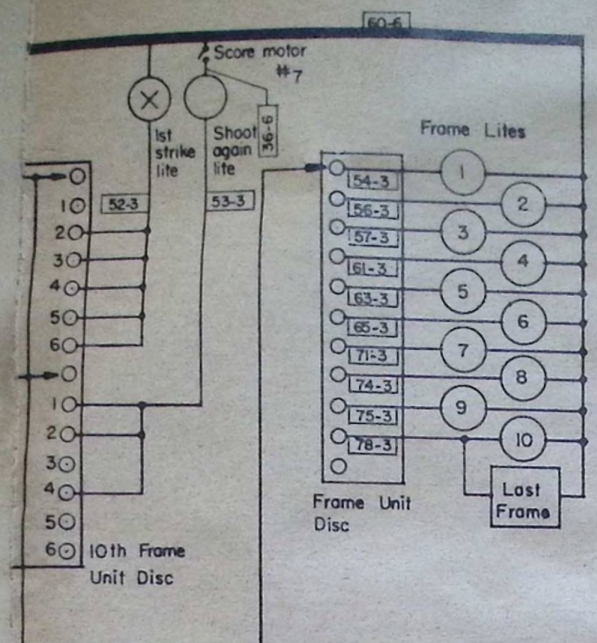
ALL-STAR BOWLER

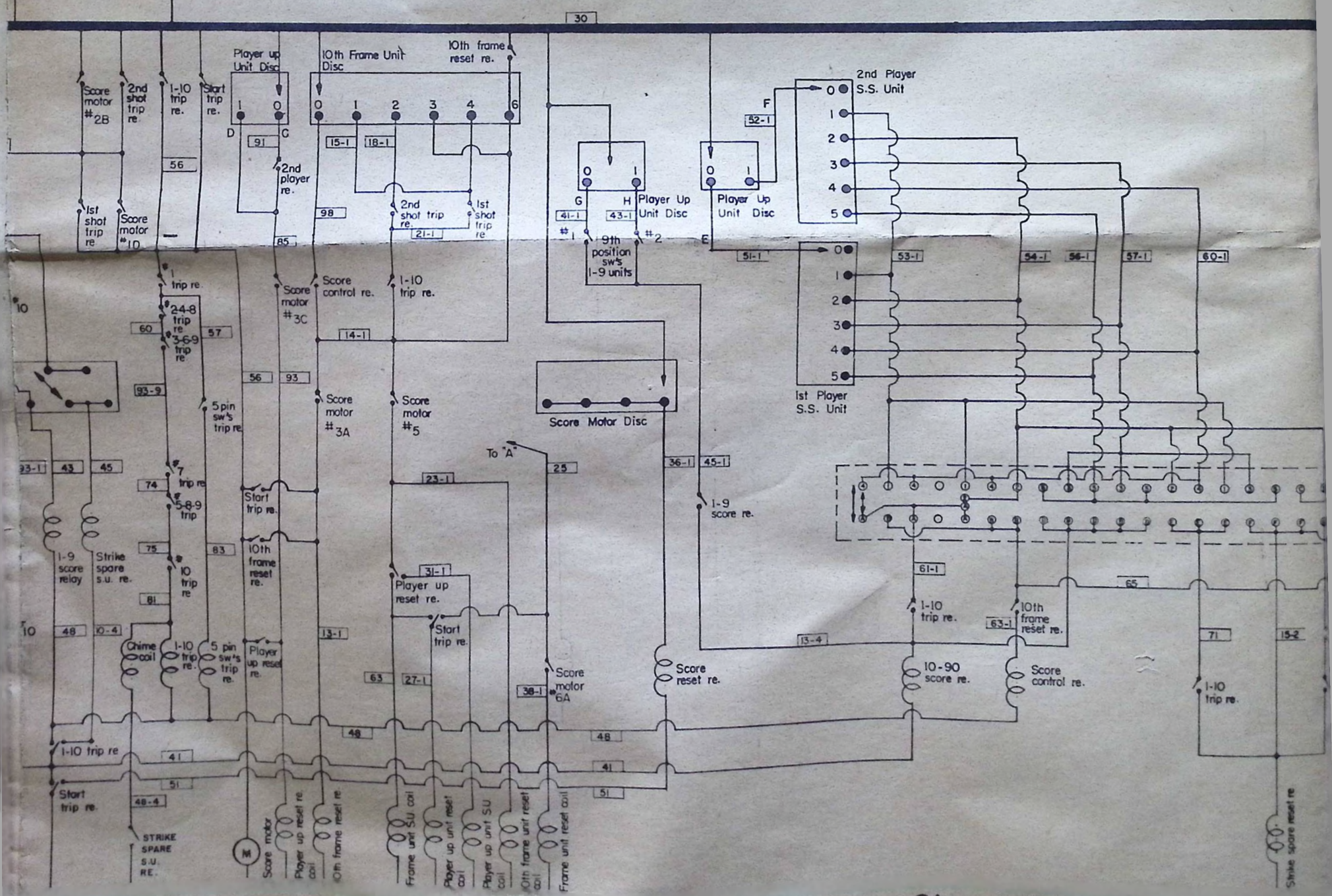
599

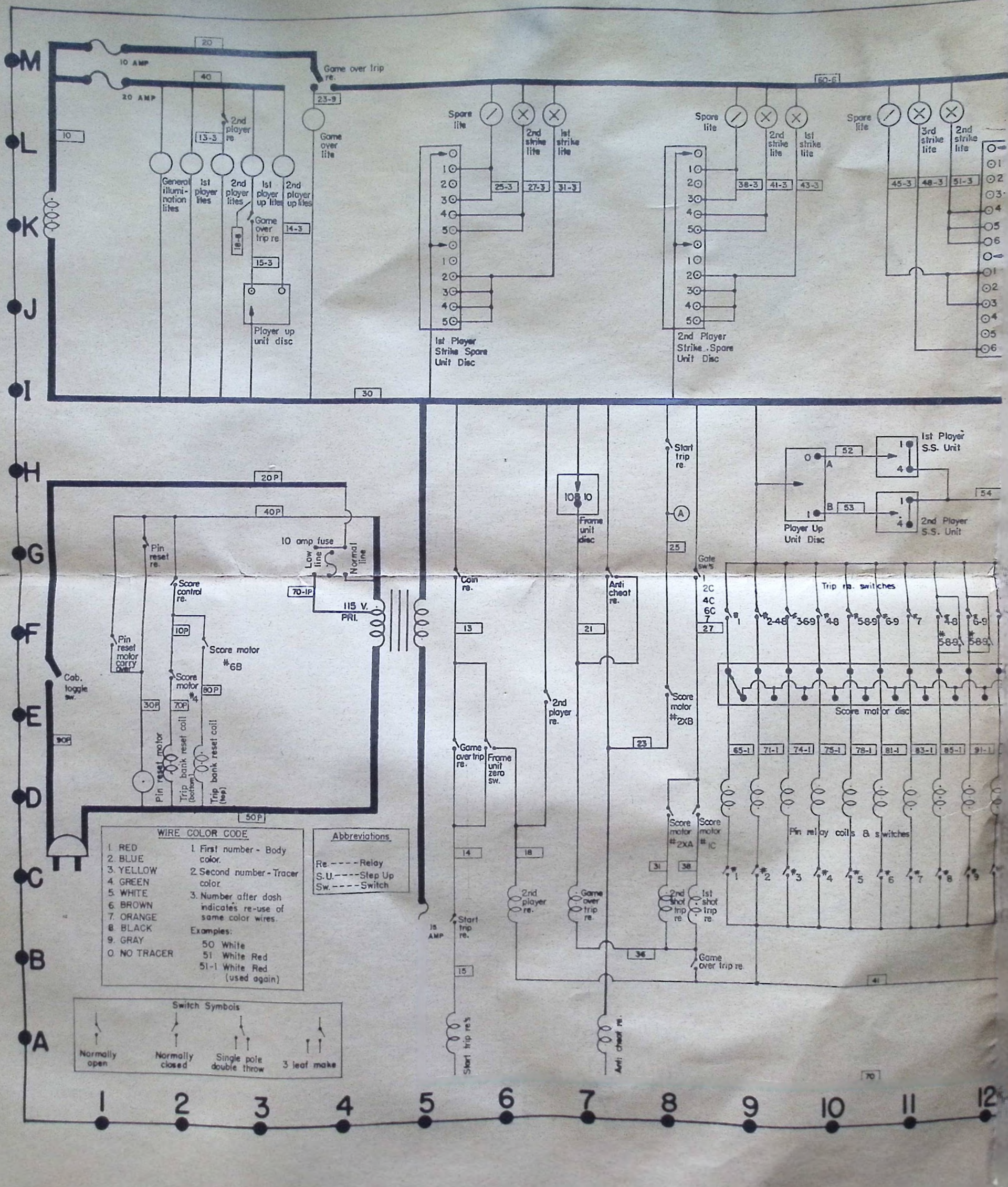


W-577-19 d


30
Frame Unit Disc
9
43-2
Player Up Unit Disc
Player Up Unit Disc
Start trip re. sw.
1-9 score re.
60-2
Player Up Unit Disc
10-90 score re.
Player Up Unit Disc
65-2
Player Up Unit Disc
85-2
90-2
10-90 Unit 9th position sw's
Score motor #2A
Gam over trip
25-4
Pin mot
Score motor #1B
10th frame reset re.
Strike spare S.U. re.
Pin reset re.
To "A"
25
21-2
25-2
31-2
36-2
38-2
45-2
48-2
53-2
Score reset re.
54-2
1st player 1-9 zero sw.
57-2
2nd player 1-9 zero sw.
63-2
1st player 10-90 zero sw.
71-2
2nd player 10-90 zero sw.
80-2
Start trip re.
81-2
1st player 100-300 zero sw.
83-2
2nd player 100-300 zero sw.
#1 Pin sw.
#2 Pin sw.
#3 Pin sw.
#4 Pin sw.
#5 Pin sw.
#2-4-8 Trip re.
#7 Pin sw
90
#7 Pin sw
Gate sw #2B
#3-6-9 Trip re
78-7
Gate sw #5
45-7
48-7
57-7
21-8
56-7
Score control re.
23-2
Score motor #3B
2nd shot trip re
#1 Trip re
#2-4-8 Trip re
#3-6-9 Trip re.
#5-8-9 Trip re
#4-8 Trip re
Score motor #2XC
#7 Trip re
1st Player strike spare S.U. coil
2nd Player strike spare S.U. coil
1st Player strike spare reset coil
2nd Player strike spare reset coil
41-2
51-2
Strike spare S.U. re.
Strike spare reset re.
Pin reset re.
10th frame unit S.U. coil
1st player 1-9 unit S.U. coil
56-2
2nd player 1-9 unit S.U. coil
61-2
1st player 10-90 unit S.U. coil
74-2
2nd player 10-90 unit S.U. coil
75-2
1st player K00-300 unit S.U. coil
78-2
2nd player 100-300 unit S.U. coil
#1 Trip re
#2-4-8 Trip re
#3-6-9 Trip re.
#5-8-9 Trip re
#4-8 Trip re
#7 Trip re
21-7
33-7
25
26
27
28
29
30
31
32
33
34
35
36
37


60-6
Score motor #7
1st strike lite
Shoot again lite
36-6
Frame Lites
52-3
53-3
54-3
56-3
57-3
61-3
63-3
65-3
71-3
74-3
75-3
78-3
1
2
3
4
5
6
7
8
9
10
Last Frame
Frame Unit Disc
10th Frame Unit Disc


30
Score motor #2B
2nd shot trip re.
1-10 trip re.
Start trip re.
Player up Unit Disc
10th Frame Unit Disc
10th frame reset re.
2nd player re.
91
15-1
18-1
98
85
56
1st shot trip re
Score motor #1C
2nd shot trip re.
1st shot trip re
21-1
G
H
41-1
43-1
Player Up Unit Disc
#1
#2
9th position sw's 1-9 units
E
F
52-1
51-1
2nd Player S.S. Unit
1st Player S.S. Unit
53-1
54-1
56-1
57-1
60-1
1 trip re.
24-8 trip re.
3-6-9 trip re.
60
57
14-1
Score motor #3C
Score control re.
1-10 trip re.
93-9
56
93
5 pin sw's trip re.
Score motor #3A
Score motor #5
Score Motor Disc
To "A"
25
23-1
7 trip re.
74
5-8-9 trip
Start trip re.
36-1
45-1
1-9 score re.
93-1
43
45
1-9 score relay
Strike spare s.u. re.
75
83
10 trip re
10th frame reset re.
31-1
Player up reset re.
61-1
65
81
1-10 trip re.
63-1
10th frame reset re.
48
10-4
13-1
Chime coil
1-10 trip re.
5 pin sw's trip re.
Player up reset re.
Start trip re.
13-4
63
27-1
38-1
Score motor 6A
Score reset re.
10-90 score re.
Score control re.
71
15-2
1-10 trip re.
1-10 trip re
41
51
48-4
Start trip re.
STRIKE SPARE S.U. RE.
Score motor
Player up reset re. coil
10th frame reset re.
Frame unit S.U. coil
Player up unit reset
Player up unit S.U. coil
10th frame unit reset
Frame unit reset coil
Strike spare reset re
13
14
15
16
17
18
19
20
21
22
23
24


10 AMP
20 AMP
20
40
10
13-3
2nd player re
Game over trip re.
23-9
Game over lite
General illumination lites
1st player lites
2nd player lites
1st player up lites
2nd player up lites
Game over trip re.
14-3
15-3
16-3
Player up unit disc
30
Spare lite
2nd strike lite
1st strike lite
25-3
27-3
31-3
1st Player Strike Spare Unit Disc
60-6
38-3
41-3
43-3
2nd Player Strike . Spare Unit Disc
3rd strike lite
45-3
48-3
51-3
20P
40P
10 amp fuse
Low line
Normal line
70-1P
115 V. PRI.
Pin reset re.
Score control re.
10P
Score motor #6B
Pin reset motor carry over
Score motor #4
80P
30P
70P
90P
Cab. toggle sw.
Pin reset motor
Trip bank reset coil (bottom)
Trip bank reset coil (top)
50P
15 AMP
10 10
Frame unit disc
Coin re.
13
Game over trip re.
Frame unit zero sw.
14
18
Start trip re.
15
Start trip re's
2nd player re.
21
Anti cheat re.
23
Anti cheat re.
Score motor #2XB
Score motor #2XA
Score motor #1C
31
38
2nd shot trip re
1st shot trip re
36
Game over trip re.
25
Start trip re.
A
Gate sw's
1
2C
4C
6C
7
27
Trip re. switches
1
2-4-8
3-6-9
4-8
5-8-9
6-9
7
4-8
5-8-9
6-9
5-8-9
Score motor disc
65-1
71-1
74-1
75-1
78-1
81-1
83-1
85-1
91-1
Pin relay coils & switches
1st Player S.S. Unit
2nd Player S.S. Unit
52
53
54
Player Up Unit Disc
41
70
WIRE COLOR CODE
1. RED
2. BLUE
3. YELLOW
4. GREEN
5. WHITE
6. BROWN
7. ORANGE
8. BLACK
9. GRAY
0. NO TRACER
1. First number - Body color.
2. Second number - Tracer color
3. Number after dash indicates re-use of same color wires.
Examples:
50 White
51 White Red
51-1 White Red (used again)
Abbreviations
Re. ----Relay
S.U.----Step Up
Sw. ----Switch
Switch Symbols
Normally open
Normally closed
Single pole double throw
3 leaf make
M
L
K
J
I
H
G
F
E
D
C
B
A
1
2
3
4
5
6
7
8
9
10
11
12